GAMETEK

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# JEOPARDY!

Over 3,500 All-New Questions

Featuring Your Host Alex Trebek!

INSTRUCTION BOOKLET

SUPER NINTENDO

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

PRESENTING JEOPARDY! FEATURING ALEX TREBEK for your SUPER NINTENDO ENTERTAINMENT SYSTEM®. With over 2,000 new questions in our 30 categories, amazing new digitized graphics and sound effects, you'll feel as if you're actually in the studio. Soon you'll experience the challenge of one of America's favorite TV game shows.

THANK YOU for purchasing the GameTek Jeopardy! featuring Alex Trebek Game Pak for your Super Nintendo Entertainment System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Game Pak. Please save your manual in a convenient place for future reference.


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Nintendo

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# JEOPARDY!

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## HOW TO USE YOUR CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used and the player will buzz-in by pressing Button A or Button B.

If 2 human players are competing, either alone or against the computer, Player #1 uses Controller 1 and Player #2 uses Controller 2. The players buzz-in by pressing either Button A or Button B on their respective Controllers. (Please note that Button A and Button B are interchangeable when buzzing-in.)

If 3 human players are competing, Player #1 and Player #2 will need to share Controller 1 and Player #3 will use Controller #2. Player #1 can buzz-in by pressing down on the Control Pad and Player #2 can buzz-in by pressing either Button A or Button B. Player #3 can buzz-in by pressing down on the Control Pad on Controller 2.

*NOTE: The game can only be set-up by entering the answers to the questions as they appear on the screen using Controller 1.*

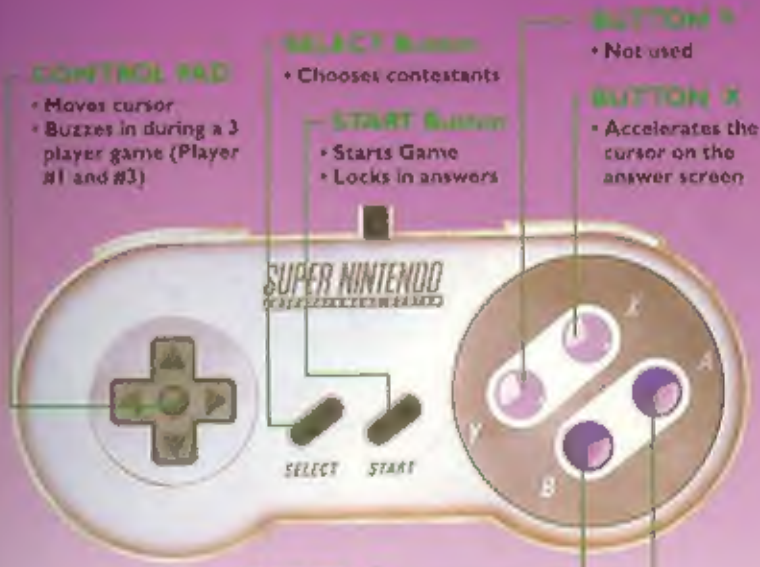
## CONTROL PAD

In all rounds, pressing the Control Pad LEFT and RIGHT or UP and DOWN will move the cursor. Use the Control Pad to move the cursor over the desired letters or numbers comprising your response or around the board to choose a category and a dollar amount. The Control Pad is also used to change the value of a wager in the Daily Doubles.

When spelling out your response, you can speed up the rate at which the cursor moves by simultaneously pressing the Control Pad in the desired direction along with Button X.








**BUTTON B**
- Buzzes in during a 1 Player or 2 Player game
- Deletes the previous letter entered when spelling out your response

**BUTTON A**
- Buzzes in during a 1 Player or 2 Player game
- Locks in the desired category and dollar value
- Locks in the desired letters when spelling out the "question"

## SETTING UP THE GAME

When setting up the game, only the responses entered by Controller 1 will be accepted.

1. To begin the game Player #1, press the START button. The game will begin only after the Jeopardy! introduction has been completed.

2. Player #1, select the number of HUMAN players that will compete (1-3) by moving the Control Pad Up and Down until the desired number is displayed. Press either Button A or Button B to lock in your selection.

3. If you have entered either 1 or 2 Players, then you may wish to play against a computer opponent. Player #1, make the selection by moving the Control Pad Up or Down until the desired answer appears. Press either Button A or Button B to lock in your selection.

4. Player #1, enter your name by moving the cursor over the desired letters using the Control Pad and locking them in by pressing either Button A or Button B. Press START when finished. The names being entered can be no more than 5 letters long. If you make a mistake while entering a name, press Button B to delete each letter.

5. Player #1, to choose your character, press SELECT until the desired contestant appears. Lock in your selection by buzzing in as prompted by the computer. (How you buzz in is determined by the number of players competing. See the previous section for details.)

6. Player #2 and #3, repeat steps 4 and 5.

7. Once all players have entered their names and characters the game will start. If you are playing against a computer player(s), their characters will appear on the screen prior to revealing the board for the first Jeopardy! round.

## HOW TO PLAY JEOPARDY!

1. The Jeopardy! board appears on the screen. The dollar values are placed on the board and then the Jeopardy! categories are revealed. Player #1 goes first; choose a category and a wager. To do this, move the cursor around the board by moving the Control Pad UP, DOWN, LEFT or RIGHT. Lock in your selection by pressing either Button A or Button B.

*PLEASE NOTE: Categories are often abbreviated at the top of the column because of space limitations, but the same category is also spelled out at the bottom of the screen.*

2. At this point, the categories may be changed by pressing the SELECT button. This must be done while the message is on the screen.

3. All players now get ready to answer. The answer will appear on the screen. You must wait until the STOP SIGN disappears and the timer starts to buzz in. Once the

timer has begun to count down, you may buzz in using your Controller as explained on page 1, How to Use Your Controller.

4 The player who has buzzed in first, will have total control of the board. The "answer" reappears on the screen along with the first part of the "question" (WHO IS...or WHAT IS...or WHAT ARE, etc.). On the bottom of the screen you will find alphabet/number board in which the "question" is to be completed. The cursor in this section will be a red dot. To input your answer, move the red dot over the letter(s) or number(s) you wish to select. To do this, move the Control Pad UP, DOWN, LEFT or RIGHT. Once over your selection, lock it in by pressing Button A. To delete a selection, press Button B.

5 When you have completed your entry, press START to see if your response was correct. If you have answered correctly, the computer will display a message and add the appropriate amount to your earnings. If you have answered incorrectly, then the amount will be deducted from your earnings.

6 If the response is incorrect, the "answer" then reappears on the screen, and the remaining players get the chance to jump in again to try the "question." (The player, who answered incorrectly, cannot try again.)

7 If no player buzzes in and the timer runs out, then the correct "question" will appear on the screen. At this point, the same player will have control of the board.

8 The player who has given the correct response, will have control of the board.

9 Play will continue until the board has been cleared.

## THE DAILY DOUBLE

1 During play, a hidden Daily Double appears in one of the 30 windows on the board. (The placement of the Daily Double is random.) If you are the player who has uncovered the Daily Double, you automatically shut out the other players and get to try the "question" alone.

2 If you already have accumulated earnings, then you may wager as follows: **a)** Minimum wager is $5. **b)** If your accumulated earnings are less than the highest dollar value on the board, you may bet up to the highest dollar value on the board. **c)** If your accumulated earnings are greater than the highest dollar value on the board, then you may bet all or part of your winnings.

3 If you do not have any accumulated earnings, then you may place a wager up to the highest dollar on the board.

4 The player's total earnings will appear in the wager box on the top of the screen. The player may change this wager by

moving the cursor LEFT and RIGHT with the Control Pad and placing it over the number that they would like to change. The number is increased or decreased by moving the Control Pad UP and DOWN until the desired number appears. The player continues in this fashion until the desired wager is displayed on the board. Press START to lock in the wager. At this point, the timer will begin counting down and the player must input their "question."

5 If your response is correct, the value of your wager is added to your score; if incorrect, it is deducted.

6 Only the player, who has picked the Daily Double, will be given the chance to answer. If the player answers incorrectly, then play continues and the player makes another selection from the board.

7 In the Jeopardy! round there is one Daily Double. In the Double Jeopardy! round there are two.

## HOW TO PLAY DOUBLE JEOPARDY!

1 Once the Jeopardy! board is completed, the Double Jeopardy! round begins.

2 The player with the least amount of

accumulated earnings will start the Double Jeopardy! round.

3 Double Jeopardy! is played in the same manner as the Jeopardy! round except that the categories will change and the dollar values on the board will double ($200-$1,000).

## HOW TO PLAY FINAL JEOPARDY!

*PLEASE NOTE: Only players showing a positive dollar amount at the end of the Double Jeopardy! round will be allowed to compete in the Final Jeopardy! round.*

1 First, the Final Jeopardy! category will be displayed. At this time, the computer will prompt a contestant to place their wager. (The player with the least amount of money going into the Final Jeopardy! round will go first. All other players must turn their heads away from the screen at this point and cannot turn around until the player has completed entering his/her wager.) Press START to continue.

2 A player may bet all, part, or none of his/her accumulated earnings. After the wager has been placed, the "answer" will appear on the screen. The player must enter his response at this time. Press START to lock in the response. (All other players must

turn their heads away from the screen at this point and cannot turn around until the player has completed entering his/her response.)

3 Continue in this manner until all contestants have placed their bets and have entered their responses.

4 The computer will now reveal the answer to the Final Jeopardy! question. Then, each players' responses and wagers will be revealed. At this time, the computer will display a message telling the player if his response was correct or incorrect. If the response was correct, then the wager will be added to the players accumulated earnings. If incorrect, then it will be deducted. This continues until all of the players "questions" and wagers are revealed.

5 The player with the highest earning will be the NEW JEOPARDY! CHAMPION.

***PLEASE NOTE: TO BEGIN A NEW GAME, PRESS START.***

## MESSAGE TO PLAYERS

This Game Pak uses a program which randomly accesses the puzzles. When your Super Nintendo Entertainment System is turned off the entire question file is cleared. The categories and the "answers" are chosen at random by the computer, so although there are over 3,500





"answers" in over 700 categories, repetition may occur. If, during a round, you get a category that has appeared numerous times, you may change the categories displayed by pressing Button A when prompted. You will only be allowed to change the board when the message is being displayed on the screen.

Please note that the categories have numerous "answers," therefore, just because the same category has appeared does not mean that you will receive the same "answers."

This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

## HINTS ON GAME PLAY

1 Words should be spelled as accurately as possible. The program will allow for some minor misspellings. Be sure to check your "questions" before locking them in.

2 If your "answer" deals with a person, try to give his/her full name; if applicable, their full title (i.e. General George Washington or King Henry VIII).

3 If the "question" is number oriented, the program will allow for the spelling of the number or its numeric equivalent.

4 Spacing between words is optional.

5 When entering the "questions," the cursor can be accelerated by pressing the desired direction on the Control Pad and Button X, simultaneously.

## GAMETEK LIMITED WARRANTY

GAMETEK warrants to the original purchaser only, that the software program coded on the cartridge provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the cartridge to GAMETEK, along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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GameTek would like to thank the following people for their time and effort in creating Jeopardy! featuring Alex Trebek for your Super Nintendo Entertainment System

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